
STAR WARS
GALAXIES™
TRADING CARD GAME
THE PRICE OF VICTORY

The Price of Victory Campaign

You are at the Battle of Hoth when the evacuation of Echo Ease leads to General Crix Madine being captured by Imperial Snowtroopers. The Alliance uses any measures necessary to follow his path. The trail leads to the Tyrant, the depths of space, and then to Cloud City.



Dark Side Campaign: A Fine Catch

From the Echo Base battlefield on Hoth, Imperial forces have captured the traitor, General Crix Madine. As Rebel forces rally, the Imperials fight off desperate rescue attempts and raids by the rebels. The trail leads from Hoth to the Tyrant, the depths of space and then to Cloud City.



Scenario 1: Secure The Prisoner

Escort an important Imperial prisoner to a waiting shuttle and fight the Rebel ambush.



Your service to the Empire secures a special assignment with the scout detachment of the 501st Legion at the Battle of Hoth. When the walkers fall to the harpoons of the Rebel snowspeeders at the Battle of Hoth, you are there. Imperial morale holds its breath while the ground troops regroup. The finest officers of the Empire assemble their snowtroopers for an infantry assault on the trenches that protect Echo Base.

The 501st will be with the first wave of the attackers, and you're getting your equipment ready. Then an officer pulls you aside. 'You've got a special escort assignment,' he says. 'We've captured a valuable prisoner. He was once the leader of the Storm Commandos. This scum has defected to the Rebels.'

He takes you to a squad of snowtroopers led by an Imperial captain. They hold three prisoners in binders. One of them is a Rebel general. 'Take General Madine and his aides to the shuttle and then secure him aboard the Tyrant,' says the officer.

You're disappointed to miss the chance to attack the Rebel base, but this is an important mission and sure to be a credit to your career. The shuttle is landed only a kilometer away. However, the snow falls heavily and visibility is poor.

You have only two hundred meters to go when bolts of blaster fire thud into the snow near your position. 'Move the prisoners to the rear!' you say. The troopers fall into battle formation and start firing their blaster carbines. The attackers are a group of Rebel commandos, better armed and trained than the regular Echo Base troopers. They're taking Madine's capture very seriously.



During the firefight, the Rebels rescue Madine's aides. However, you still have the general in custody. The rear guard action fought by your snowtroopers holds off the Rebels long enough. You board the shuttle with the most important prisoner. As the shuttle lifts off from the surface of Hoth, you can see below the battle near the trenches that assures you the Empire will capture Echo Ease.





Scenario 2: Report to Captain Lennox

Battle a boarding party of Rebel commandos to keep the important prisoner in the brig.



Your shuttle lands in the docking bay of the Star Destroyer Tyrant. A squad of Imperial Navy Troopers meets you there. 'We'll take the prisoner to the detention block,' says one of them. 'You're to report to the Captain on the bridge.'

In the huge, windowed bridge of the Tyrant, Captain Lennox greets you warmly. 'What news do you have of the Battle of Hoth?' he asks. You tell him of the walkers' defeat, and the troops rallying to attack Echo Base. While you describe the failed attempt by the Rebel commandos to rescue Madine, the Tyrant shudders with an explosive impact. Half of the data screens on the bridge blink out. Sirens sound as a technician says to Lennox, 'Ion cannon, sir. Turbolaser targeting disabled.'

'Get those systems up and running, Helmsman,' says Lennox. 'We're blind. We could be boarded by a Rebel ship at any minute.' Then he turns to you. 'Go to the brig and make sure our prisoner is secure,' he says.

When you arrive at the detention block, all is quiet until one of the troopers gets an urgent comlink transmission. 'We've been alerted, sir,' he says. 'Rebels have boarded the Tyrant.'

Explosive charges blow the brig door open and it lands on the deck with a clang. Another party of Rebel commandos, this time led by a Major, pours into the cell block. The Navy troopers begin firing, and you must defeat the Rebel boarders to keep Madine secure in his cell.



You were sure your blaster shot brought down the Rebel leader. Then everything went black. When you wake up, the Alliance commandos are gone, and Madine's cell stands wide open. Since when do Rebels have stun grenades? You thought only Imperial troops used them.

You locate a comlink to make your report. 'The Rebels have Madine,' you say. Captain Lennox sighs. 'I'm aware,' he says. 'They took him to the docking bay and hijacked a shuttle. They've returned to Hoth, and the Tyrant is still ion shocked. There's nothing we can do.'



Scenario 3: Before the Storm

An assignment from the Dark Lord of the Sith leads to an encounter with a Jedi Knight.





You're called to the ready room of Captain Lennox for a conference. 'We've received a communication. From Lord Vader,' he says. You take a seat and a hologram of the Dark Lord of the Sith appears.

'Now that the operation on Hoth has concluded, I have a new assignment for the Tyrant,' says the image of Darth Vader. 'Go to the Bespin system. Remove a Jedi diplomat who undermines the Empire's negotiations on Cloud City. You failed to capture the traitor. Do not fail me again.' With that ominous threat, the hologram ends. 'Take care of this Jedi scum,' says Lennox.

Two days later, the Tyrant enters the Bespin system. A shuttle takes you to a landing pad on Cloud City. A slim, robed figure waits there. 'I am Rachi Sitra,' she says. She removes her hood and you see her Twi'lek head tails. Her eyes dart for a moment to the stormtroopers coming down the shuttle ramp behind you.

'We have much to discuss,' you say. The blaster carbines of your troopers clatter into firing position. 'You are a member of the Rebel Alliance. The Empire has dealings with Cloud City that must be completed. You are an obstruction that must be removed.'

Rachi smiles slightly. 'This assignment will prove to be more difficult than a lackey like you can handle,' she says. A lightsaber ignites in her hand and she assumes a combat stance. 'Return to your Star Destroyer and leave Cloud City now.' With a simple hand gesture from you, the stormtroopers begin firing. The Jedi whirls her lightsaber to block the blaster bolts. The battle is joined.



The battle rages back and forth across the wide expanse of the Cloud City landing pad. Your superior numbers and Imperial training begin to decide the conflict. The Jedi is forced to retreat dangerously close to the edge.

With a dramatic leap, she escapes from your circle of stormtroopers and lands near an Actis snubfighter. The cockpit opens and she quickly climbs aboard. Before your troopers can react, the fighter lifts off and blasts away into the clouds of Bespin.

'We drove that Jedi out of Cloud City,' you say to your trooper squad leader. 'She won't interfere with the Empire's business here again.' The trooper nods in agreement.





Scenario 4: Cloud City Police

Amidst a chaotic evacuation, fight the Cloud City Wing Guard and their cyborg leader.





'I have dealt with the Jedi diplomat,' you report to the hologram image of Captain Lennox. 'I have another task for you,' says Lennox. 'Rebel sympathizers are meeting with contacts in the lower levels of Cloud City. Root them out and remove them as a threat.' Lennox provides intel that includes locations and names for you to investigate.

You descend level after level, moving from the landing pads atop the mining platform to the criminal underworld beneath. Citizens going about their business slink out of the way when your squad of stormtroopers marches past.

In Bespin's underworld, seedy criminal types lurk in the shadows. An illegal deal is being made on every dark corner. Dimly lit cantinas are meeting places for smugglers and slavers.

Arriving at one of locations mentioned in the intelligence report, you search for the clandestine Rebels and their Ugnaught contact. Everyone in the cantina stops talking when your squad enters.

Suddenly, an announcement blares from speakers throughout Cloud City. 'Attention! This is Lando Calrissian. The Empire has taken control of the city. I advise everyone to leave before more Imperial troops arrive.'

Panicked citizens pour out of the buildings and into the darkened street. Every passageway and plaza is choked with evacuating residents. As you try to find your way amidst the chaos, a group of Cloud City police block your path. Behind them is Calrissian's chief administrative aide, a cyborg named Lobot.

The policemen look to Lobot for instructions. He makes a few quick hand gestures without saying a word. The Cloud City troopers pull out their blaster pistols and take up combat positions. 'You are under arrest,' says a Wing Guard corporal. You'll have to fight your way out of this situation.



When his Wing Guard can't contain your Imperial stormtroopers, Lobot tells his men to cease fire and throws up his hands in surrender. They'll no longer impede your progress to the surface. Now it's time to find out what they know about the Rebels.





Scenario 5: Covering the Extraction

Make sure that Lord Vader's deal with Boba Fett is free of Rebel interference.





Lobot and his Cloud City policemen have surrendered to your squad of stormtroopers. The chief of security seems willing to cooperate in exchange for his life. 'I know the Rebels were meeting with an Ugnaught gang,' you say. 'Where are they now? What are their plans? As Calrissian's top aide, you must know.'

Lobot nods at his one of his Wing Guard. 'We're tracking the Rebels, as ordered by Lord Vader,' he says. Then he looks at a datapad. 'They're making their way toward landing pad 327. That's where the bounty hunter is taking the prisoner.'

'What prisoner?' you ask. 'Who is the bounty hunter?'

'Boba Fett has made a deal with Darth Vader to collect a bounty on a Rebel captain,' says the corporal. 'The Ugnaughts froze Han Solo in carbonite. The Rebels must be going there to stop Fett and rescue Solo.'

'Than that's where we're headed,' you say. The stream of panicked citizens throughout the streets of Cloud City lessens as more of them evacuate. When you approach the landing pad, you see a Firespray attack craft which must be Boba Fett's Slave I.

The famous bounty hunter blasts into the sky with his jetpack. Nearby, stormtroopers carry the carbonite frozen body of Han Solo on repulsorlifts. A group of Rebel commandos open fire on Fett. Lord Vader wants Fett to take this prisoner, so it's your job to stop the Rebels from rescuing Han Solo.



The Rebels are forced to fall back. Wedge rallies them to escape to another landing pad, but that's not your concern. Stormtroopers load the body of Captain Solo aboard Slave I.

As Boba Fett strides up the landing ramp. he stops for a moment to nod your way with a small salute. Soon, the sublight engines of Slave I roar to life. The starship lifts off from Cloud City and blasts away into the clouds of Bespin.

A shuttle takes you aboard the orbiting Tyrant once again. 'You dispatched the Jedi and stopped the Rebels from interfering with Lord Vader's deal,' says Captain Lennox in your debriefing. 'This is good work. I'm sure the Empire will soon have another assignment worthy of your many talents.'



